



Reality Connect Release Notes

Version 1.2



Copyright ©2026 Vizrt. All rights reserved.

No part of this software, documentation or publication may be reproduced, transcribed, stored in a retrieval system, translated into any language, computer language, or transmitted in any form or by any means, electronically, mechanically, magnetically, optically, chemically, photocopied, manually, or otherwise, without prior written permission from Vizrt. Vizrt specifically retains title to all Vizrt software. This software is supplied under a license agreement and may only be installed, used or copied in accordance to that agreement.

Disclaimer

Vizrt provides this publication “as is” without warranty of any kind, either expressed or implied. This publication may contain technical inaccuracies or typographical errors. While every precaution has been taken in the preparation of this document to ensure that it contains accurate and up-to-date information, the publisher and author assume no responsibility for errors or omissions. Nor is any liability assumed for damages resulting from the use of the information contained in this document.

Vizrt’s policy is one of continual development, so the content of this document is periodically subject to be modified without notice. These changes will be incorporated in new editions of the publication. Vizrt may make improvements and/or changes in the product(s) and/or the program(s) described in this publication at any time. Vizrt may have patents or pending patent applications covering subject matters in this document. The furnishing of this document does not give you any license to these patents.

Antivirus Considerations

Vizrt advises customers to use an AV solution that allows for custom exclusions and granular performance tuning to prevent unnecessary interference with our products. If interference is encountered:

- **Real-Time Scanning:** Keep it enabled, but exclude any performance-sensitive operations involving Vizrt-specific folders, files, and processes. For example:
 - C:\Program Files\[Product Name]
 - C:\ProgramData\[Product Name]
 - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].
- **Risk Acknowledgment:** Excluding certain folders/processes may improve performance, but also create an attack vector.
- **Scan Scheduling:** Run full system scans during off-peak hours.
- **False Positives:** If behavior-based detection flags a false positive, mark that executable as a trusted application.

Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

Created on

2026/03/23

Contents

1	Reality Connect 1.2.0	5
1.1	Features	5
1.1.1	NVIDIA Blackwell GPU support	5
2	Documentation	6
3	Support.....	7

- [Reality Connect 1.2.0](#)
 - [Features](#)
- [Documentation](#)
- [Support](#)

1 Reality Connect 1.2.0

Release Date: 2026-03-24

These are the release notes for Reality Connect version 1.2.0. This document describes the user-visible changes that have been made to the software since Reality Connect 1.1.0.

1.1 Features

1.1.1 NVIDIA Blackwell GPU support

The NVIDIA GPU computing toolkit was updated to CUDA 12, enhancing performance for newer graphics devices.

2 Documentation

Documentation for Reality Connect and related products are available on the [Vizrt FTP](#) and on the Vizrt Documentation Center:

- [Viz Engine](#)
- [AI Terminal](#)
- [Reality Connect](#)

3 Support

Support is available at the [Vizrt Support Portal](#).